OKADA et al.
Serial No. 09/722,410
Response to Office Action dated May 12, 2003

REMARKS

Reconsideration and allowance of the subject patent application are respectfully requested.

The specification has been amended to update the references to Application No. 09/723,322 contained therein. Entry of these amendments to the specification is respectfully requested.

Applicants affirm the election of claims 87-101 and 115 for prosecution. Applicants reserve the right to file one or more continuing applications directed to the subject matter of the non-elected claims (or any other subject matter supported by the original disclosure) prior to the termination of proceedings in this application (or in any continuing application based thereon). The title of the application has been changed in view of the election of claims 87-101 and 115.

Applicants gratefully acknowledge the indication that claims 90, 91, 98, 99 and 101 contain allowable subject matter. Each of these claims has been written in self-standing independent form with modifications to (1) specify the writing of "at least one of moving object data and background data" to the video random access memory storage; (2) delete the term "pluggable"; (3) specify that the system for playing video games is a hand-held system; and (4) address minor informalities such as replacing the occurrences of "said" with "the" for consistency throughout the claims and ensuring consistent reference to "at least one non-volatile memory device." In addition, claim 91 has been amended to specify that the volatile memory device stores instructions that address the video random access memory storage at one or more addresses in an address range from 06000000h to 06017FFFh. These claims are now believed to be allowable.

Claims 87-89, 92-97, 100 and 115 were rejected under 35 U.S.C. Section 103(a) as allegedly being "obvious" over Mantani (U.S. Patent No. 5,808,591) in view of Nagano *et al.* (U.S. Patent No. 5,556,108). While not acquiescing in this rejection or in the characterizations of the applied references set forth in the office action, claims 87-89, 92-97, 100 and 115 have been amended. As such, the discussion below is with reference to the amended claims.

Mantani discloses an image display device configured to display stereoscopic images to an observer. The device includes a program memory 41 having an area 412 for storing BG maps

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(*see, e.g.,* col. 8, lines 46-57) and an image work memory 225 including an area 2253 used as an object attribute memory (OAM) (*see, e.g.,* col. 9, lines 26-39). Nagano *et al.* discloses a game signal conversion apparatus which makes a cartridge for a first game machine usable in a second game machine having a processing ability which is different from the processing ability of a first game machine. Nagano *et al.* discloses a color palette and the office action states that it would have been obvious to incorporate such a color palette into the device of Mantani.

Claim 87 is directed a memory cartridge for a hand-held system for playing games. The memory cartridge includes at least one non-volatile memory device storing executable instructions for writing up to 128 different 48-bit moving object definitions to an object attribute memory storage and writing up to 512 different 15-bit color values to a color palette random access storage. Claim 87 further specifies that background data is selectively written to the video random access memory storage as either character data or pixel data so that backgrounds of the game display are selectively rendered in a character mode or in a bitmap mode.

Applicants respectfully submit that the combination of Mantani and Nagano *et al.* would not have rendered the memory cartridge of claim 87 obvious. For example, neither Mantani nor Nagano *et al.* provide for selectively rendering backgrounds of a hand-held game display in a character mode or in a bitmap mode as specified in claim 87. As described with reference to the illustrative embodiments in the specification, rendering to the display may be performed in character mode (*e.g.,* BG modes 0, 1 and 2) or in bitmap mode (*e.g.,* BG modes 3, 4, and 5) and enhanced display capabilities may be provided. *See, e.g.,* pages 34-42 of the specification. Because this feature is not shown in either Mantani or Nagano *et al.,* any combination of these references would likewise be deficient. For at least these reasons, Applicants submit that claim 87 is allowable. Claims 88, 89, 92-97, 100 and 115 depend from claim 87 and are likewise believed to be allowable.

New claims 116-200 have been added. The subject matter of these new claims is fully supported by the original disclosure and no new matter is added.

Claims 116-127 depend from claim 87 and are believed to be allowable because of this dependency and because of the additional patentable features contained therein.

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Claims 128-139 depend from claim 90 and are believed to be allowable because of this dependency and because of the additional patentable features contained therein.

Claim 140 is directed to a memory for use with a hand-held system for playing video games and is based on claim 87. Accordingly, claim 140 is believed to be allowable. Claims 141-152 depend from claim 140 are believed to be allowable because of this dependency and because of the additional patentable features contained therein.

Claim 153 is directed to a memory for use with a hand-held system for playing video games and is based on claim 90. Accordingly, claim 153 is believed to be allowable. Claims 154-165 depend from claim 153 are believed to be allowable because of this dependency and because of the additional patentable features contained therein.

Claim 166 is directed to a memory for use with a hand-held system for playing video games and is based on claim 91. Accordingly, claim 166 is believed to be allowable.

Claim 167 is directed to a memory for use with a hand-held system for playing video games and is based on claim 98. Accordingly, claim 167 is believed to be allowable.

Claim 168 is directed to a memory for use with a hand-held system for playing video games and is based on claim 99. Accordingly, claim 168 is believed to be allowable.

Claim 169 is directed to a memory for use with a hand-held system for playing video games and is based on claim 101. Accordingly, claim 169 is believed to be allowable.

Claim 170 is directed to a memory for use with an emulator for emulating a hand-held system for playing video games and is based on claim 87. Accordingly, claim 170 is believed to be allowable. Claims 171-182 depend from claim 170 are believed to be allowable because of this dependency and because of the additional patentable features contained therein.

Claim 183 is directed to a memory for use with an emulator for emulating a hand-held system for playing video games and is based on claim 90. Accordingly, claim 183 is believed to be allowable. Claims 184-195 depend from claim 183 and are believed to be allowable because of this dependency and because of the additional patentable features contained therein.

Claim 196 is directed to a memory for use with an emulator for emulating a hand-held system for playing video games and is based on claim 91. Accordingly, claim 196 is believed to be allowable.

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Claim 197 is directed to a memory for use with an emulator for emulating a hand-held system for playing video games and is based on claim 98. Accordingly, claim 197 is believed to be allowable.

Claim 198 is directed to a memory for use with an emulator for emulating a hand-held system for playing video games and is based on claim 99. Accordingly, claim 198 is believed to be allowable.

Claim 199 is directed to a memory for use with an emulator for emulating a hand-held system for playing video games and is based on claim 101. Accordingly, claim 199 is believed to be allowable.

Claim 200 is directed to a memory for use with a hand-held system for playing video games. The memory stores executable instructions for generating a display that is responsive to the user-manipulable control and is based at least in part on the contents of a color palette random access memory storage and a video random access memory storage, wherein the memory stores further instructions that address the video random access memory storage at one or more addresses in an address range from 06000000h to 06017FFFh. This claim is believed to be allowable.

The pending claims are believed to be in condition for allowance and favorable office action is respectfully requested.

Respectfully submitted,

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